Corbin Wilhelm
ARTG 137
November 13, 2025
Elizabeth Swensen

Galdrocht Academy: Full Rough Draft

Table of Contents:

How to Play (For All Players To Read)..... 2
Setup..... 2
Taking Your Turn..... 2
Ending the Game..... 2
Game Master's Cheat Sheet (For Game Master Only)..... 3
Player Turns and Prompts..... 3
Non-Player Characters..... 3
Cards..... 4
Prompt Types..... 4
Item Types..... 4
Character Types..... 4
Character Cards..... 5
Card Oracle..... 10
Prompt Cards: Spades and Clubs (For GM Eyes Only)..... 10
Item Cards: Diamonds and Hearts (For All Players' Eyes)..... 11

For Demo Purposes:

- Word count *not* including character cards or Page 1:
  - Section 1 (page 2): 389
  - Section 2 (page 3): 315
  - Section 3 (page 4): 266
  - *Total: 970*
- Required extraneous materials:
  - 8 d6, 1 d12

    If these dice are not available, use https://www.calculator.net/dice-roller.html instead.
  - An accessible clock
  - A deck of cards
- To prepare your Prompt and Item Decks:
  1. Separate the deck in half: Diamond and Heart cards in one pile and Spade and Club cards in the other.
  2. Shuffle the cards.

  If a physical deck of cards is not available, [use https://www.random.org/playing-cards/](https://www.random.org/playing-cards/) instead.

How to Play (For All Players To Read)

Welcome to Galdrocht Academy, the best school of arcane study this side of the magical multiverse. One of you holds the keys to the hands of fate, and the rest of you are at their mercy.

For those of you who are not God, you are faculty at this esteemed institution and are crippled with unbearable loneliness. Not to worry! There is a fantastic selection of supernatural suitors in this personnel that are just as eager to come aboard the love train!

Your goal in this game is to be the first to successfully enter a relationship with a staff member of your choosing– marked by a winning date with your beloved– through various means determined by God (aka, the Game Master).

<u>Setup</u>

1. Determine who at the table will play as the Game Master (GM). Set up this poster in front of them with the "How To Play" side facing the rest of the players. Only the GM should see the other side of this poster.
2. Each player will choose two Character Cards: one to represent their Romantic Interest, and one to represent themself. Players can choose the same Romantic Interest, but be prepared to have a much harder time if you do! Place your chosen cards face-up in front of you, and put the rest away– you won't need them.
3. Place the Item Deck and the Prompt Deck in the middle of the play area face-down. Give each player 3 Item Cards to start.
4. Player Order is determined via dice roll. Roll 1d6 and add your Romantic Interest's age. If your Romantic Interest's age is listed as 'unknown' or 'ageless,' multiply your dice roll by 11.

<u>Taking Your Turn</u>

1. Draw a Prompt Card. Keep it face-down and give it to the GM.
2. Your GM will set the scene for you based on the Prompt Card and ask for your response.
3. Complete the prompt.

    There are many ways to do so! See "Prompt Types" on the Cards sheet for details on what a card may call for!

<u>Ending the Game</u>

The game ends when a player achieves 3-5 Hearts. The winning amount solely depends on how long you want the game to go! You earn a Heart when you succeed at an interaction. Hearts will not decrease if you fail at an interaction unless a card specifically states otherwise.

Game Master's Cheat Sheet (For Game Master Only)

Player Turns and Prompts

When a player takes their turn, they will hand a Prompt Card to you. Read it silently behind your divider. It will tell you the nature of the prompt and the winning conditions. It is up to you to create a narrative surrounding the card following the Prompt Type.

If a card calls for a roll, successes will require a roll that is equal to or less than the called stat (which is determined by you).

Example:

- Prompt: Player character and their Romantic Interest find themselves in the break room.
- Player Response: Share coffee with Romantic Interest.
- Called Stat: Charisma.
- Required Roll: Less than or equal to player character's charisma stat.

Non-Player Characters

These characters are the characters chosen to be Romantic Interests (if you have leftover Character Cards, said cards will not be used in the game at all). The following secret conditions will be applied *after* you make the player roll. If the player's Romantic Interest is:

Morien Melchior

- +1 to called-upon stat if the player got him to talk about gods.

Cerrow Cael

- +1 to called-upon stat if the player includes a magic animal or plant in their interaction.

The Seven Deadly Sins

- +1 to every roll this turn if the current minute of the hour is divisible by 7.
- -1 to all every roll this turn if it is 1:00-1:59 AM or PM (will be cancelled out if the previous is true).

Aelfric Renmoor/The Mawwright

- Failed interactions will always result in -1 heart.

The Colony

- The player will not be told what stat they're rolling for (but will be told if they succeeded or failed).

Ilyra Veyne

- Using items will cause this interaction to be determined via 50/50– an odd number will be a success, and an even number will be a failure.

Tumoura Mallay

- Sabotage items will be inflicted on the player.

Cards

Prompt Types

Basic Prompts:

PC-on-NPC with no further complications. They will include one simple interaction that is usually decided by dice roll.

Complex Prompts:

Include other players and, sometimes, those players' Romantic Interests. They may include up to two interactions that anyone included by the prompt can win.

This means that someone may be able to gain two hearts with their Romantic Interest in one turn!

Quicktime Prompts:

The rarest kind of prompt in the deck. These cards will be read out loud to the players, and the timer will begin once the card has finished being read. The prompts on these cards can be fulfilled by any player at the table, but the player whose turn it is will have advantage.

Each event will have a different amount of allotted time to complete and a different advantage for the active player. These will be written on the card.

Item Types

Stat Items:

Adds a boost to one or multiple stats for the turn you play it on.

Failsafe Items:

If you fail an interaction, these items can either turn it into an instant success or give you another chance at succeeding via reroll.

Sabotage Items:

During Complex or Quicktime Prompts, these items will give other players disadvantage.

Character Types

White Gold Characters:

Simpler to play and are recommended for those playing the game for the first time or those that would like a shorter experience.

Rose Gold Characters:

More complex to play and are recommended for those who have played the game several times or those that would like a longer or more challenging experience.

Character Cards

To Be Added: Character Art

Front	Back
Lysander Colubre Character Portrait (Placeholder)	Age: 32 | (any/all) The Academy's awkward art history and ethnic studies snakeperson professor. Intelligence: 5 Charisma: 3 Audacity: 2

Front	Back
Keltien Jol'Qu Character Portrait (Placeholder)	Age: 37 | (he/him) The Academy's flirtatious and flamboyant social sciences satyr professor. Intelligence: 3 Charisma: 5 Audacity: 4

Polaxus Paress Character Portrait (Placeholder)	Age: 30 | (they/them) The Academy's standoffish physics and organic chemistry hypogrifftaur professor. Intelligence: 4 Charisma: 2 Audacity: 5
Front	Back

Morien Melchior Character Portrait (Placeholder)	Age: 46 | (he/him) The Academy's– and world's– best wardsmith, a perpetually annoyed half-titan holy mage. Intelligence: 4 Charisma: 4 Audacity: 3
Front	Back

Cerrow Cael

Character Portrait
(Placeholder)

Front

Age: 41 | (she/her)

The Academy's bubbly half-elf magizoologist and magibotanist.

Intelligence:
5

Charisma:
3

Audacity:
2

Back

The Seven Deadly Sins

Character Portrait
(Placeholder)

Front

Age: Ageless | (they/them)

The Academy's elusive chancellor council. They act on majority rules at all times, including in matters of personal affairs.

Intelligence:
3

Charisma:
3

Audacity:
3

Interaction Modifier:
Majority rules. Roll 7d6. Success is achieved only if 4 or more of the dice are less than or equal to called-upon stat.

Back

Aelfric Renmoor / The Mawwright

Character Portrait
(Placeholder)

Front

Age: 45 | (he/him)

The Academy's– and world's– best dark mage when he's human. When he's not, he roams the grounds looking for people out past curfew to terrify (or tear apart).

Intelligence:
5 / 2

Charisma:
2 / 4

Audacity:
4 / 5

Interaction Modifier:
Every odd-numbered turn, you will play as Aelfric with the first set of stats.
Every even-numbered turn, you will play as the Mawwright with the second set of stats.

Back

The Colony

Character Portrait
(Placeholder)

Front

Age: Unknown | (any/all)

A large collective subconscious that lives under the Forbidden Forest and sprouts eye-covered tentacles in the shapes of trees to observe and learn about the world.

Intelligence:
5

Charisma:
2

Audacity:
2

Interaction Modifier:
1,000 consciousness hivemind. All rolls will be performed with d12.

Back

Ilyra Veyne

Character Portrait
(Placeholder)

Front

Age: 43 | (she/her)

The Academy's– and world's– best potioncraftress. She had her heart broken in the past and has since buried her emotions in books and her work.

Intelligence:
4

Charisma:
1

Audacity:
5

Interaction Modifier:
Compulsive declutterer. You must use items on the turn you drew them on. Otherwise, you must discard them.

Back

Tumoura Mallay

Character Portrait
(Placeholder)

Front

Age: Unknown | (she/her)

The Academy's head nurse. Takes silent joy in suffering despite her compassion and overwhelming urge to end it in others.

Intelligence:
4

Charisma:
4

Audacity:
4

Interaction Modifier:
Sadist and masochist. Every failure is a success and every success is a failure.

Back

Card Oracle

Prompt Cards: Spades and Clubs (For GM Eyes Only)

Card	Prompt Type	Prompt
2♠	Basic	Player character and their Romantic Interest find themselves in the break room.
3♠	Basic	Player character's Romantic Interest has asked them to help them with an administrative task.
4♠	Basic	Player character's Romantic Interest is crying in the single-stall faculty bathroom.
5♠	Basic	Player character and their Romantic Interest physically run into each other in the hall.
6♠	Basic	Player character's Romantic Interest asks if they'd like to see a horror movie with them.
7♠	Basic	Player character's Romantic Interest has come to work drunk.
8♠	Basic	Player character and their Romantic Interest have discovered they both like a show, but disagree on something about it.
9♠	Basic	Player character and their Romantic Interest accidentally lock themselves in Ilyra's aphrodisiacs closet.
2♣	Basic	FOR DEMO ONLY: Read 2♠
3♣	Basic	FOR DEMO ONLY: Read 3♠
4♣	Basic	FOR DEMO ONLY: Read 4♠
5♣	Basic	FOR DEMO ONLY: Read 5♠
6♣	Basic	FOR DEMO ONLY: Read 6♠
7♣	Basic	FOR DEMO ONLY: Read 7♠
8♣	Basic	FOR DEMO ONLY: Read 8♠
9♣	Basic	FOR DEMO ONLY: Read 9♠
A♠	Complex	Player character's Romantic Interest is angry with another player character, who gets their own Romantic Interest involved (two interactions).
10♠	Complex	All of the player characters and Romantic Interests at the table try to plan a night together, but cannot decide on what to do (one interaction).
J♠	Complex	FOR DEMO ONLY: Read A♠
A♣	Complex	FOR DEMO ONLY: Read 10♠
10♣	Complex	FOR DEMO ONLY: Read A♠

J♣	Complex	FOR DEMO ONLY: Read 10♠
Q♠	Quicktime	The active player's Romantic Interest got paint in their eye! Help them, and your Romantic Interest will be impressed! (30 seconds, +1 to any called-upon stat for active player)
K♠	Quicktime	Everyone has agreed to order delivery for lunch, but nobody can agree on what. Argue for your choice and convince everyone else, and your Romantic Interest will be impressed! (2 minutes, active player's Romantic Interest already agrees with them)
Q♣	Quicktime	A demon has been summoned and set loose in the school! First one to find it and exorcise it with a homemade spell will impress their Romantic Interest! (1 minute, everyone but the active player has to make up a spell).
K♣	Quicktime	FOR DEMO ONLY: Read Q♠

Item Cards: Diamonds and Hearts (For All Players' Eyes)

To Be Added: Flavor Text for Stat Items

Card	Item Type	Item
2♦	Stat	+1 to Charisma
3♦	Stat	+1 to Intelligence
4♦	Stat	+1 to Audacity
5♦	Stat	+1 to Charisma
6♦	Stat	+1 to Intelligence
7♦	Stat	+1 to Audacity
8♦	Stat	+1 to any called-upon stat (can be played at any time).
9♦	Stat	+1 to any called-upon stat (can be played at any time).
2♥	Stat	+2 to Charisma, -1 to Intelligence (can only be played before a stat is called for).
3♥	Stat	+2 to Intelligence, -1 to Audacity (can only be played before a stat is called for).
4♥	Stat	+2 to Audacity, -1 to Charisma (can only be played before a stat is called for).
5♥	Stat	+3 to Charisma, -2 to Audacity (can only be played before a stat is called for).
6♥	Stat	+3 to Intelligence, -2 to Charisma (can only be played before a stat is called for).
7♥	Stat	+3 to Audacity, -2 to Intelligence (can only be played before a stat is called for).
8♥	Stat	+3 to any called-upon stat (can only be played before a stat is called for).
9♥	Stat	+3 to any called-upon stat (can be played at any time).
A♦	Failsafe	A literal time bomb. Allows for a second interaction for any Romantic Interest ONLY upon failure (draw another Prompt Card).
10♦	Failsafe	A cursed hourglass. Allows for a second interaction for any Romantic Interest (draw another Prompt Card). If the player uses this on a successful interaction, -1 to any called-upon stat in the second interaction.
J♦	Failsafe	A misfired silence spell. Ends the interaction immediately without gaining or losing Hearts.

A♥	Failsafe	A highly-potent bottled aphrodisiac. Guarantees success in any interaction, but skips the active player's next turn.
10♥	Failsafe	Mephisto, Aelfric Renmoor's dark-enchanted broom. Guarantees success with Aelfric Renmoor when he is human. Allows for a second interaction for any other Romantic Interest or the Mawwright (draw another Prompt Card).
J♥	Failsafe	An idol of a fertility god. Guarantees success with Morien Melchior. Allows for a second interaction for any other Romantic Interest with advantage (draw another Prompt Card, +1 to any called-upon stat).
Q♦	Sabotage	An inconvenient call from Mother. Kicks a player of your choosing out of a Complex or Quicktime interaction.
K♦	Sabotage	The magical flu. Gives all players in a Complex or Quicktime interaction aside from you -1 to any called-upon stat. Also makes all Romantic Interests involved sick.
Q♥	Sabotage	Someone's bad fanfiction. -3 to Charisma for any player of your choosing in a Complex or Quicktime interaction. Can be played at any time during the interaction.
K♥	Sabotage	Someone's good fanfiction. Immediately ends a Complex or Quicktime interaction. Can only be played when the interaction starts.